



**IMPROVING STUDENTS' VOCABULARY MASTERY BY USING
KARUTA CARD GAME (A Classroom Action Research of the
VII I Students of SMP N 2 Gebog Kudus in Academic Year
2013/2014)**

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TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2014**



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VII I Students of SMP N 2 Gebog Kudus in Academic Year
2013/2014)**

SKRIPSI

**Presented to the University of Muria Kudus
In a Partial Fulfillment of the Requirements
For Completing the Sarjana Program
In English Education**

By

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2014**

MOTTO AND DEDICATION

MOTTO:

- 🦁 Fight to do the job, not fight to get the job (Anies Baswedan)
- 🦁 I would not waste my life in friction when it could be turned into momentum
- 🦁 Always be fine, great and wonderful

DEDICATION:

This Skripsi dedicated to:

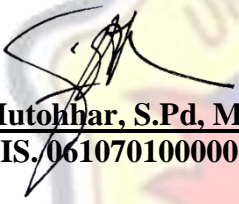
- ♠ Her beloved parent (who always prays for her success).
- ♠ Her beloved sisters and brothers who gives motivation every time.
- ♠ Her lovely husband who always gives support and huge love.
- ♠ All of her beloved friend who give attention, help and support for completing her skripsi.
- ♠ Her lecturer at Muria Kudus University

ADVISORS' APROVAL

This is to certify that the Sarjana of Anika Zuharoh (2010-32-160) has been approved by the skripsi advisors for the further approval by the Examining Committee.


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Kudus, July 16th 2014

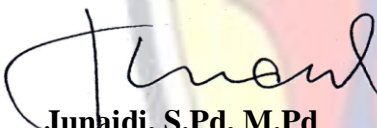
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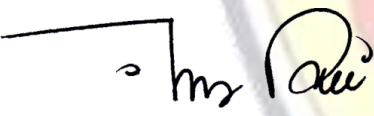
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In the name of Allah, the Beneficent, the Merciful. All praise to Allah, lord of the world for blessing given to her during her study and completing this final project (Skripsi). Peace and salutation be upon to the prophet Muhammad, his family and his followers.

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Kudus, July 2014

The writer

ABSTRACT

Zuharoh, Anika. 2014. *Improving Students' Vocabulary Mastery by Using Karuta Card Game (A Classroom Action Research of the Seventh Grade Students of SMP N 2 Gebog Kudus in the Academic Year 2013/2014*
Skripsi: English Education Department, Teacher Training and Education
Faculty of Muria Kudus University. Advisors: (i) Mutohhar, S.Pd, M.
Pd. (ii) Rusiana, S.Pd, M.Pd

Key word: *vocabulary mastery, Karuta Card Game and classroom action research*

Vocabulary is one of language component that has to be mastered by the language learners, because it is one of indicators to measure the success of learning language. In fact, people often think that teaching vocabulary needs many aspects; they are good method, good students' attitude and good teaching technique. In fact, many teacher has limited teaching technique. That condition also happened in SMP N 2 Gebog Kudus. It can be one reason why the students cannot be active and interest to the lesson. After knowing the problems, the writer decides to use teaching technique that is Karuta Card Game to improve students vocabulary mastery.

The objective of this research is to improve the vocabulary mastery of the VII I students of SMP N 2 Gebog Kudus in the academic year 2013/2014 through Karuta Card Game. The design that is used in this research is Classroom action research (CAR). It consists of four stages. They are planning, acting, observing and reflecting. The subject of the research is the seventh grade students of SMP N 2 Gebog Kudus in the academic year 2013/ 2014. The instrument use in this research is test and observation.

The result of the students' vocabulary mastery improves from pre cycle until cycle 2. In the pre cycle the average score of the students' achievement test score is 66.2 In the cycle 1 77.7 and in the cycle 2 was increase became 84.8. Besides, the use of Karuta Card Game can make the students' and the teacher activity are improved and the problem that faced by teacher are decreased in every cycle. Therefore, the writer can conclude that the use of Karuta Card Game as the technique of teaching can improve students' vocabulary mastery at the seventh grade students of SMP N 2 Gebog Kudus in the academic year 2013/2014

Considering the process and results of this research, the writer suggests that the English teacher of Junior High School should be more creative and innovative in selecting the suitable methods and technique in teaching learning process. Karuta Card Game can be used as one of technique to teach English vocabulary. In fact, Karuta Card Game can improve the English vocabulary mastery and solve students' boredom in the classroom

ABSTRAKSI

Zuharoh ,Anika. 2014. *Meningkatkan Penguasaan Kosakata Siswa Menggunakan Karuta Card Game (Sebuah Penelitian Tindakan Kelas terhadap Siswa Kelas VII di SMP N 2 Gebog Kudus Tahun Ajaran 2013/2014.* Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing (i) Mutohhar, S.Pd., M.Pd (ii) Rusiana, S.Pd.,S.Pd.

Kata Kunci : *Penguasaan kosakata, Karuta Card Game, Penelitian Tindakan Kelas*

Kosakata merupakan salah satu komponen bahasa yang harus dikuasai oleh para pembelajar bahasa, ini di perkirakan sebagai salah satu indicator untuk memastikan tingkat kesuksesan dalam mempelajari bahasa. Orang sering berfikir bahwa mengajar kosakata memerlukan beberapa aspek; diantaranya metode yang bagus, sikap siswa yang bagus dan juga tehnik pengajaran yang bagus. Sebagai tambahan, banyak guru yang memiliki keterbatasan dalam teknik mengajar. Kondisi tersebut juga terjadi di SMP N 2 Gebog Kudus. In menjadi salah satu alasan kenapa siswa tidak bisa aktif dan tertarik pada pelajaran. Setelah mengetahui masalah yang ada, penulis berasumsi untuk menggunakan Karuta Card Game untuk meningkatkan penguasaan kosakata siswa.

Penelitian ini mempunyai tujuan untuk meningkatkan penguasaan kosakata terhadap siswa kelas VII I SMP N 2 Gebog Kudus tahun ajaran 2013/2014 melalui Karuta Card Game. Design yang digunakan pada penelitian ini adalah penelitian tindakan kelas(Classroom action research). Ini merupakan jenis penilitian yang dilaksanakn oleh guru di dalam kelas. Yang terdiri dari 4 tahapan, diantaranya, rencana, penerepan, pengamatan dan releksi. Subjek penelitian adalah siswa kelas VII SMP N 2 Gebog Kudus tahun ajaran 2013/2014 semester 2.

Hasil test penguasaan kosakata siswa meningkat dari pre siklus, sampai siklus 2. Pada pre siklus nilai rata rata siswa adalah 66.2. Pada siklus 1 77.7 dan pada siklus 2 meningkat menjadi 84.8. di samping itu pengunaa Karuta Card Game bisa membuat aktivitas siswa da guru meningkat dan masalah yang dihadapi guru bisa di hilangkan pada setiap siklus. Maka dari itu, penulis menyimpulkan bahwa penggunaan Karuta Card game sebagi tehnik pengajaran bisa meningkatkan penguasaan kosakata siswa kleas VII SMP N 2 Gebog Kuds tahun ajaran 2013/2014.

Berdasarkan proses dan hasil dari penelitian tersebut, penulis berasumsi bahwasanya guru Bahasa Inggris di SMP harus lebih kreatif dan inovatif dalam memilih metode dan teknik yang sesuai untuk mengajar kosakata. Karuta Card Game bisa menjadi salah satu teknik untuk mengajar kosakata bahasa Inggris. Pada kenyataannya Karuta Card Game dapat meningkatkan penguasaan kosakata bahasa Inggris siswa dan menghilangkan tingkat kebosanan siswa dalam kelas.



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